

Newsletter

July 1995

In this issue...

Escom's plans for the Amiga

Control your Amiga via infra-red!

Inside story on the new Amiga logo

Thor—the ultimate message reader?

CUGI: the early years remembered

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*Commodore Users
Group of Ireland*

Newsletter Contents

Volume 7 Number 3
July 1995

Editorial	Eddy Carroll	2
Escom UK Press Conference	Escom	5
Diary Dates	Secretary	11
InfraRexx 1.6a	Kevin Phair	12
Kitchen Sink Included	Colin Dalton	18
The New Amiga Logo	Karl Jeacle	21
CUGI: The Story So Far	Eddy Carroll	26
Tales from the Twilight Zone	Colin Dalton	31
The CUGI Library	Kevin Phair	32
New Amiga Distributors	Escom	36

The deadline for articles for the next newsletter is 1 October 1995.

Editorial

WELCOME TO the July Newsletter. Okay, so it's really the August newsletter (a little difficult to hide, since we have a report on Escom's August UK Press Conference!) but why break with tradition? At least we're not *two* months late this time!

In this issue, we have a nice eclectic mix of articles. As well as the aforementioned press conference, Kevin has been having fun using an infra-red remote to control his Amiga—something I've been meaning to play with myself for several years, but haven't quite found the time yet! The thought of lying in bed reading email via remote control has a certain attraction to it...

It's testament to the power of the Internet that it allows individuals to cross national and corporate boundaries with nary a concern; which is how it came to be that our esteemed chairman, Karl, was able to persuade Amiga Technologies to do away with their original choice of logo for the Amiga (a rather ugly looking beehive!) and replace it with something... different. Inside, Karl describes how it all came about.

And just for a change, I've actually written something as well. What originally started out as two paragraphs on CUGI's origins to be placed on our World Wide Web site turned into a full blown article, almost of its own accord, so I decided to include it here for the benefit of those who don't yet have convenient Internet access. (For those of you who do, a reminder that CUGI's home page is at <http://broadcom.ie/~kj/cugi/>)

Bits & Bobs

Well, as always, things have been busy since my last editorial. As of 21 July, I am back in Minnesota again, and working as hard as ever on video drivers. We shipped our first production 3GA video cards two weeks ago, and they have been very well received by customers. One user who writes DOS software for decoding TIFF images was absolutely overwhelmed with the board... it apparently runs his custom package over three times faster than his previous card, and across the ISA bus at that! (Most 3GA cards are PCI, which is about 4 times faster again!)

Even nicer, my video driver appears to solidly throunce the all-singing all-dancing Matrox Millenium card when running at a resolution of 1600×1200 (though the Millenium is a little faster at 1024×768). Since almost all of our sales are into the imaging market, where 1600×1200 is the standard resolution, this is excellent news indeed!

GenCon '95

GenCon is the world's biggest games exhibition, with over 25,000 visitors last year. Since it is held annually each August in Milwaukee, which is only 350

miles away from where I'm staying in Minnesota, I decided to drive down and check it out. (In America, 350 miles is considered only slightly longer than an average drive to work; when you're from a country where driving 350 miles in any direction lands you in the sea, this takes a bit of getting used to!)

GenCon was quite an experience. Imagine, if you will, 25,000 rabid game fans all packed into two large buildings, and most walking around in some kind of costume, be it Startrek or medieval style. Imagine female warriors walking around dressed only in chain mail. . . (okay, that's enough!)

Hundreds of games were in progress at any one time—everything from board games to AD&D, to the ever-popular *Magic: The Gathering* to even more popular computer zone featuring multi-player games like *Doom*, *Descent*, and even *MidiMaze* on a network of Atari STs. . . if you could play it, it was there. And if you weren't in the mood for games, there were hundreds of exhibitors offering everything from genuine samurai swords to 3D virtual reality glasses.

I didn't go just for the games, however; a large contingent from MUD (including game authors Richard Bartle & Roy Trubshaw) were also visiting, and it was great to get the chance to meet many of the players I know well from the game in person.

All in all, two days wasn't close to long enough to take in everything (the conference was actually on for four days, but I only made it down for the weekend). With any luck, I'll get the opportunity to pay a return visit next year.

The grass is always greener...

Just in case you're casting your eye enviously towards the PC marketplace, where most new items seem to be announced first these days, here's something which may give you pause for thought.

Intel is currently the world's leading manufacturer of Pentium motherboards. They supply around 90% of the world's market, and in fact, right now, they are making more profit from selling motherboards than they are from selling chips!

The catch: a sizable proportion of the motherboards Intel has shipped within the past year have got a serious flaw, which can lead to irretrievable data loss. This flaw is in an EIDE controller chip known as the RZ-1000 (if you happen to have a Pentium PCI system, you may be able to see this chip near your PCI slots, though not all chips are labelled). The problem is that during disk transfers, if an external device such as the keyboard, mouse, or floppy disk generates an interrupt, then several bytes of data will be lost from the disk.

Commodore's old A2090 SCSI controller used to have a similar problem when a high resolution mode was displayed—with one big difference: you got an error message allowing you to Retry or Cancel. On the PCI systems, the data just vanishes, with no warning whatsoever. Your spreadsheet suddenly turns your

annual income from \$100,000 to \$1,000; your nice new program suddenly loses a single instruction, introducing a subtle bug; your encrypted word processor document loses a vital segment, rendering it completely unusable.

Why isn't the computer press up in arms about this? Well, for one reason, the RZ-1000 has a special slow mode which is easier to utilise, and it turns out that DOS and Windows usually use this slow mode, so the bug won't show up. Only operating systems like OS/2 and Linux, which operate the chip at its fastest speed are affected by the problem. Windows NT is unaffected, since Microsoft have deliberately made it use the slow mode (it turns out Microsoft have been aware of the problem for some time).

One thing to be particularly aware of is that if your PC BIOS includes an option to turn on Prefetch for the IDE controller, *this may activate the bug!* Conversely, turning *off* Prefetch in your BIOS settings will make things safe again.

None of this is of particular interest to pure Amiga users, other than to demonstrate that the PC market may not be the rosy place some users would have you believe. And in the meantime, if you've just bought yourself a shiny new Pentium system, you might just want to check under the lid...

And now...

And now for a small announcement. After six years as the editor of these hallowed pages (I can't believe it's that long!) I feel the time has come to move aside, and let some new blood have a go instead.

As you might have noticed, assuming you weren't unconscious or visiting Mars, the newsletter schedule this year has been erratic, to say the least. This has been primarily due to my ever-decreasing free time, not to mention more frequent trips to the US, all of which have combined to cause problems getting the newsletter ready by the deadline.

The current format is perhaps getting a little tired as well. Whoever takes over as editor will undoubtedly wish to make some changes, and may even eschew T_EX altogether in favour of a DTP package; I await the results with interest. And who knows, I might even find enough free time to write the occasional article myself.

I've enjoyed putting together the newsletter over the past years. My sincere thanks to all those authors who put up with my editing quietly (and a sincere raspberry to the one author who didn't—you know who you are!)

In any event, I intend to remain active in CUGI, albeit in some different capacity. I wish my successor the best of luck, and I'm sure he'll be inundated with articles in exactly the same way that I was :-)

Au revoir.

E.C.

Escom UK Press Conference

On 16/17 August, Escom held a series of conferences in the UK for the press, distributors, and developers. The following speeches were delivered at those conferences.

Introduction

John Smith

UK Sales Manager, Amiga Technologies

I would like to add my welcome to everyone here today which of course is the first public conference in the UK.

For those of you who possibly do not know me, I am John Smith and I have been appointed the UK Sales Manager for Amiga Technologies UK. I was previously with Commodore for 7 years, the last 2 as National Sales Manager.

You will observe from the agenda that I will explain briefly about the product we will be selling and through which channels we will be selling them.

I am obviously biased towards the Amiga—I'm very happy to be selling it again, and look forward to its re-emergence and to it gaining the recognition it richly deserves.

However, I am fortunate in being able to sell other products alongside the Amiga that come from both inside and outside the Commodore branding.

The first of these, which is outside the Commodore brand, is a virtual reality product in the form of I-Glasses. There will be two versions available. The first, we can term the video version. This type will work with anything that has a composite video output. So, they will obviously work with Amiga but also with Sega Saturn, Sony Playstation, your VHS video player etc.

They act as a personal display screen and display the image equivalent to that of an 80" screen in which you can be totally immersed. In fact, your very own cinema! You can see your games in 2D or 3D with games that have support for I-Glasses. Films like *Tommy* from the WHO are currently being produced especially in this 3D format.

The second version, the PC version has the additional head tracking system with it and will therefore display not only in 3D but will allow you to immerse yourself in your own virtual world. It also gives surround sound and these glasses weigh from only 8 oz in total. They are very light, and have been ergonomically designed with members from the University of Edinburgh to help avoid eye strain.

They are the only glasses we know of in fact that are designed with spectacle wearers in mind. The pack will come complete with games and will be available during September.

We have Denis Premiski of Virtual Products with us today who will explain more about the product and prospective market for I-Glasses shortly. Under the Commodore brand we will have available MS-DOS PCs. There will be an initial special limited offering of a Pentium-60 mini-tower multimedia system at a very competitive price. It will come complete with hard drive, CD-ROM, 8 megabytes of memory and software.

We will then launch the Commodore Golf series. *Golf* is a name that is understood throughout Europe so we feel it is a very acceptable name. Our minimum entry level will be the Pentium 75 and again this will be a full multimedia product including a quadspeed CD-ROM drive, sound card etc. There will also be a Pentium-100 version. This product has been designed exclusively for Commodore by Frog design and will be of top quality and build. It will be supported with 12 months on site warranty.

There will also be a full compliment of Commodore branded peripherals such as quadspeed CD drives, loud speakers, mice etc, all colourfully packed and competitively priced.

Back to Amigas

I will have available an excellent Amiga 1200 pack with software for the end of September as the entry level machine, and also a higher but very competitively priced 170 MB hard disk drive pack.

It will include productivity software such as Database, Spreadsheet, Word Processing and Paint packages, and games. We will of course box it in our usual eye catching manner.

There will be the Amiga 4000/040 pack with a 1 Gigabyte hard drive and 6 megabytes of memory, and later, during November, a 4000/060 pack. Top quality software again will be included.

All Amigas will have the latest version of the operating system, version 3.1, which has been optimised to improve system performance.

I will also have a new Amiga multisync monitor that vertically scans from 15 to 38 Khz which will work with all Amigas from the A500 upwards that have an RGB port.

Where will I sell them?

These products have various routes to market, not least being through the independent via the distributor.

Whilst we still have to dot the I's and cross the T's we will have two distributors this side of Christmas. Negotiations are almost complete. Looking to 1996, I propose one or possibly even up to two more distributors around the main Christmas period. These distributors obviously will support the full range of our products and be cognisant of the Independents' requirements. A higher percentage of the product available this Christmas will go through the Independent channel. Once again, we maintain support for the loyalty they have shown throughout the ten years of Amiga.

It is my responsibility to sell our products here in the UK and also in Australia, India, Malta and Israel.

High Street

The High street is of course also important to aiding our success and once again we are very close to finalising contracts but expect to see our product there through people like Comet and Tandy. The high street has changed somewhat since Amigas were last freely available because we do not have Rumbelows anymore and have seen them replaced by Escom stores who specialise in PC's and communication products. It is envisaged that they will sell our Amiga brand.

VARs

Value Added Resellers who specialise in the audio visual arena and who give us access to TV production companies and other niche markets are obviously important for the Amiga 4000 product. We will look to top companies like Premier Vision, Scala, Pentre Technologies etc to fulfill this sector of the market.

Corporates

The corporate sector is an area that will be looked at with regards to MS-DOS product. Personally, I only had a small contact with the PC arena during my time at Commodore and I am of course aware of how quickly this changes, especially as Commodore has not sold PCs for over three years. This market will be addressed and we will probably look towards some kind of joint support with the VARs to take this sector in hand.

We have already sold the majority of our production, it is now a question of allocation and that transfers the pressure back to Petro. Please ensure we get all our product and importantly when we want it.

To summarise—Amiga is back, along with other new exciting products available from the end of September. We look forward to the Christmas period and believe that between all of us we can make it a pleasurable and profitable market once again.

On behalf of Amiga Technologies UK, thank you for your attention!

Main Address

Petro Tyschtschenko

General Manager, Amiga Technologies GmbH

We are pleased to be here in the UK, one of our most important markets, to have the opportunity to talk directly to the Amiga press. We will talk to our dealers and the developers tomorrow. We know that this press meeting should have taken place earlier. Please understand that we were very busy. We have set up the operations and the material for production. During this time, we have achieved many things. Let's talk about this now.

Some of you surely know how long and difficult the takeover of Commodore was and how much this one year of latency hurt the Amiga market. Building up everything again was also a difficult task for us. Especially the financial and logistic situation. Without the support from our mother company ESCOM AG, nothing would have been possible.

We actually revived the Amiga in two important steps: first by acquiring the assets of the former Commodore for more than 10 million dollars, and secondly by starting it up again, which required again several times the initial investment. Other difficulties we encountered were obtaining specific parts and components for production. D-RAMs are on allocation, and Amiga keyboards, floppies and SCSI hard drives have long lead times. Tailor-made parts are difficult to get and they cost more than in the old Commodore times.

Our first objective was to get Amiga products back on the market as fast as possible. To achieve this goal in an acceptable time, we decided to build the A1200 and A4000T without modifications. We have, however, included the new version 3.1 of the Operating System for the A1200.

Ladies and gentlemen, please be aware that the A4000T already is a complete new product. There have only been produced 200 units worldwide by former Commodore. There will not be modifications on the casing for this year. The design proposals that were presented in Frankfurt are only a possibility for the models coming later. Please be aware: if we had decided to make enhancements immediately, there wouldn't have been machines on the market for the Christmas season. This decision does not mean in any way that we are going to stop research and development. Enhancements will be made on current machines for sure. I'll talk about this again later.

But now I would like to present you the actual status of our operations. We are a German company located in Bensheim, 30 miles south of Frankfurt. Our production, assembling and material providers are located in Europe but the world

is our market. Our team has grown tremendously to reach 39 people since May 31, with the new addition of Virtual Products.

We are a flexible, aggressive, motivated, transparent and dynamic team. We can react very quickly to new situations, we take our strategic decisions faster than the competition does.

What is our team doing on distribution?

Distribution

John Smith already told you about the UK distribution. One piece of information you will surely be interested in is that ESCOM shops will carry Amiga Computers in the United Kingdom.

The employees in these shops used to sell Amigas and we want to use their store traffic again. This will be an excellent additional sales tool to spread Amigas in the UK.

We will also support the Amiga dealers who have the best knowledge of the platform and who can provide excellent service to customers.

Distribution outside the UK

The Sino market, which includes mainland China, Hong-Kong, Macao and Taiwan is covered by our chinese joint-venture.

In North America, we already have installed a dealer network but are still looking for a potential distributor. Somebody who is willing to support and invest in our product. We are actually looking for a partner more than just a distributor.

Production

Good news! We are still on schedule to produce Amigas for availability in September. And even better news, we will have a real European manufactured product.

The Amiga 1200 will be produced in Bordeaux, France. Our successful negotiations with Soletron, one of the world leaders of sub-contract manufacturing, guarantees a european high quality standard. Quality is very important for us, we want to reduce defective returns to a minimum. That's why we focused on Europe rather than the Far East.

The Amiga 4000T motherboards will be produced in the United States, near Philadelphia. The units for Europe will then be assembled in the ESCOM facilities in Germany. The american units will be assembled in Philadelphia.

We have made an agreement with a european monitor manufacturer. He will provide a monitor especially adapted to be used with the Amiga. The monitor is a high-quality multisync monitor that can scan horizontal frequencies from 15 to 38 Kilohertz. The plug of that monitor is also adapted to the video output connector

of the A1200 and A4000T. I think this is exactly what is needed for all Amiga resolutions.

As announced at our previous press conference, our plan is still to build 100,000 A1200s and 20,000 A4000Ts until the end of this year. These figures are based on existing orders and on customer based forecasts. I'm quite sure that this gives us the assurance that the whole production will actually be sold. A large percentage of our A1200 production will be sold alone in the UK.

Servicing

The repair and spare servicing will be centralized in our service-centre in Braunschweig, Germany, in coordination with the representation points in each country. The technical dealer support will also be handled here, as well as the distribution for computers and monitors in Germany.

Our service plan is very simple: we don't repair, we only make components exchanges.

Future plans & developments

As I promised before, I will now tell you about our future plans for research & development.

First, we plan to enhance current models. We are thinking of faster processors and chip integration for the beginning. We are going to integrate the 68060 chip for the A4000T this year. For the entry-level model, we are looking at an external CD-ROM addition and more RAM onboard the bare units.

We are also planning to use the CD-32 concept for developments of set-top box systems. The set-top boxes will open new markets for Amiga products. Set-top boxes could be produced in variants for cable-TV, satellite-TV and for telephone line communication and also be used for home-shopping and home-banking.

I'm convinced that this market is tremendous and will push the Amiga technology into millions of households. Software publishers should be interested in writing software for such a widely spread platform. The Amiga architecture is optimally suited for set-top systems because of its low demand for resources like RAM or processor power and because of its multitasking and realtime abilities. In summary, the Amiga is the most cost-effective platform for set-top boxes.

It is still under investigation which RISC platform will be used as the basis for the Amiga of the future. At this point, we cannot say more about this issue; thank you for your understanding.

IFA Berlin

From 26 August to 3 September, we will be present at the IFA, one of the biggest consumer fairs in Germany for TV, communications and multimedia. 500 000

visitors are expected this year and we will use the occasion to make our comeback with the Amiga in Europe.

Virtual Products I-Glasses and Commodore will also be presented to our visitors. May I point out that the Amiga version of the I-Glasses will be much cheaper than the PC version because it doesn't require the VGA-to-composite conversion box, as the Amiga 1200 already has a composite output.

Ladies and gentleman, I hope this event was informative and I hope inspiring for you. We are now at your disposition, if there are any questions you would like to ask us. Thank you for your attention.

Forthcoming Amiga Configurations

The following information about forthcoming Amiga configurations was also made available at the press conference:

The Amiga 1200, fitted with a 170 Mb harddrive and two megabytes of RAM, will be bundled with the SCALA MM 300 Multimedia authoring software. With this combination, the user will be able to do high quality multimedia presentations out of the box at the advantageous price of £499. Some well known Amiga productivity software packages will also be part of this offer.

The A1200 is also available without harddrive but bundled with the productivity software, except for SCALA at a price of £399.

The Amiga 4000T, fitted with a SCSI harddrive of 540MB or 1GB and 6 MB of RAM will be available with SCALA MM 300. This is the perfect package for those who want to make professional-looking presentations in a quality unmatched on any other system at that price.

Diary Dates

Here is the schedule for the rest of the year. Make a note in your diary!

20 Aug CUGI's first ever meeting in the middle of August

17 Sep Last meeting of the CUGI year... time to rejoin!

15 Oct First meeting of the new CUGI year

19 Nov First meeting under the new committee

17 Dec Last meeting of the real year. Happy Christmas!

The date for the AGM has not yet been finalised. It will occur either on October 15, or on some alternative date in October... stay tuned for further details.

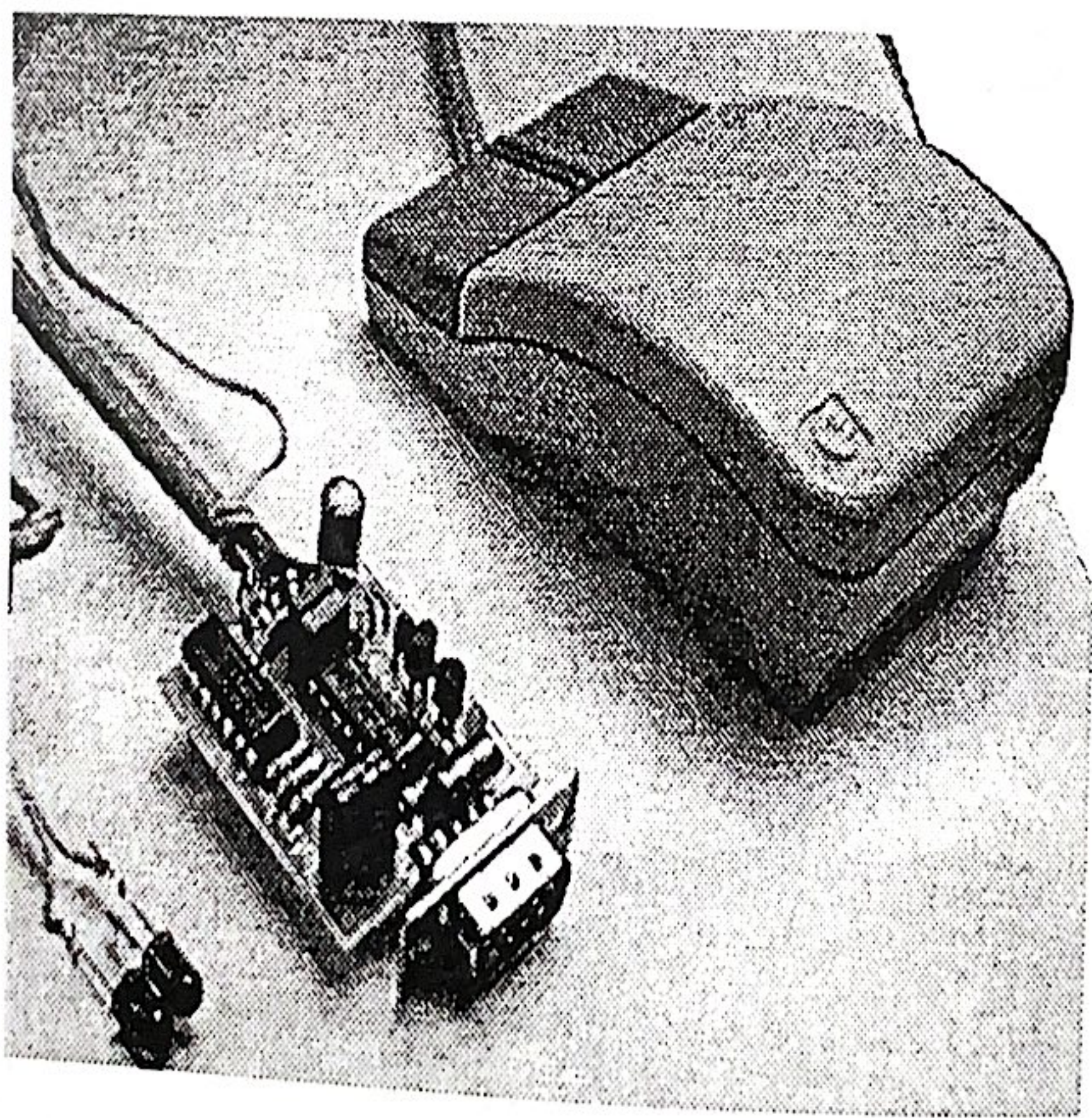
InfraRexx 1.6a

by Kevin Phair

InfraRexx is a set of programs which allows your Amiga to control and be controlled by an infra-red receiver and transmitter interface plugged into your Amiga joystick port. With this hardware you can learn and send remote control signals, as well as recognising learned signals and acting on them (via scripts or ARexx).

Why would you need it?

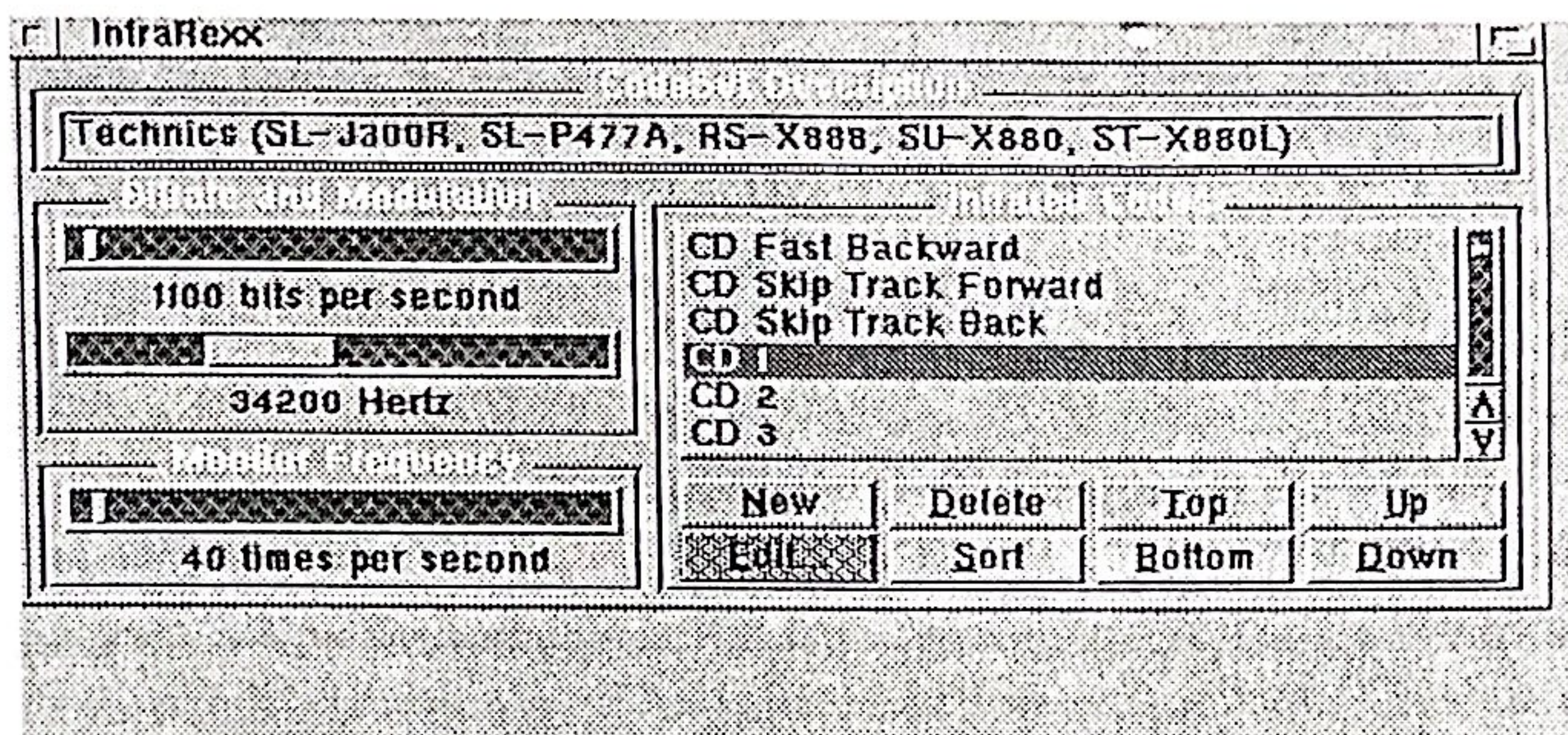
Well, if you have a hi-fi system with multiple remote controls, you can learn the codes from each handset, and then use the Amiga to provide all those functions at the touch of a button (i.e. ToolManager docks, hot keys, etc.) If you're the sort of person who leaves your Amiga on overnight, you can have it wake you up in the morning by turning on your hi-fi and blasting a bit of Iron Maiden at you, or even perhaps going as far as switching on the TV to make people think there's someone home when you're out.



The InfraRexx hardware is surprisingly compact!

Using the recognition features of InfraRexx, it is possible to get the Amiga to respond to incoming infra-red signals, and if you have the appropriate ARexx scripts written, you can read news and mail, or control Directory Opus, or anything else which will allow itself to be controlled by simple input device signals.

Alternatively, it is possible to also use those recognition capability to provide basic handset translation, by getting the Amiga to recognise the signals of one



The main window contains the codeset bit rate and modulation frequency.

brand of handset, and then output signals for a different type—in effect, using a standard handset as a kind of central console.

How does it work?

The hardware consists of a small (approx 40mm × 35mm × 15mm high) PCB, with the receiver mounted on it, and the transmitter on a half-metre flying lead, allowing you some freedom as to where you want to place it.

You can build the hardware yourself (full schematics and track layouts are provided in the distribution archive), or you can buy it pre-assembled for a fee which also includes pre-registration of future revisions of the software.

The basic concept is that the signals are received by the infra-red receiver (mounted vertically on the PCB, just before the joystick through-port) and fed to the Amiga's own joystick port for processing by the software.

Similarly, the software sends data signals to the joystick port, which are then converted into infra-red pulses by the two infra-red LEDs.

As those who were at the CUGI meeting could see, the operating range is quite comfortable; I demonstrated the unit at a distance of approximately 15 feet (3 metres). In practice, I have found that the infra-red receiver is extremely sensitive, and most of the time I can get away with the handset pointed away from the receiver!

Software

The software consists of three basic programs:

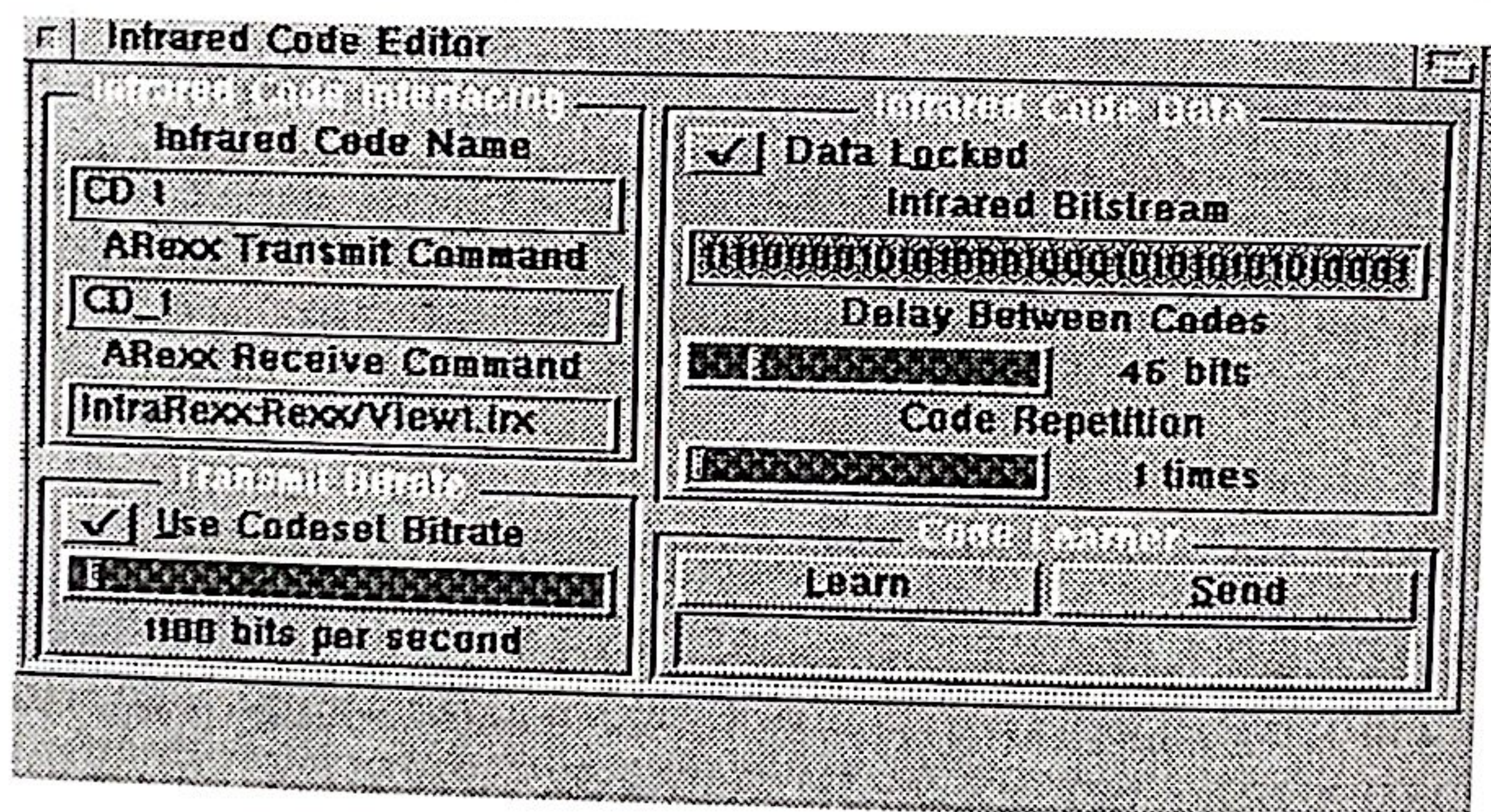
InfraRexx Daemon is a commodity that sits in the background listening to the joystick port at user-defined intervals and processing incoming signals, creating ARexx events or executing scripts as defined in your configuration file. It also sends out signals according to ARexx commands you send to it.

Codeset editor is a very well-written application that provides the ability to learn and test new codes, as well as modify existing ones. It uses the popular *glayout.library* to create an attractive, font-sensitive GUI which is also very easy to use.

The editor has two windows: the main window contains the codeset bit rate, modulation frequency and monitor rate, as well as a description and list of codes. The editor window shows the actual signal data, and the all-important buttons for **Learn**, and **Send**.

Within the editor you can specify what **ARexx** command will send a signal (*ARexx Transmit Command*), as well as a script or **ARexx** command that is executed when the signal is received and recognised (*ARexx Receive Command*).

From here, you can generate a full infra-red command set quickly and easily. Conveniently, the windows are non-modal, i.e. you can select a code in the *Infrared Codes* list and the code editor window is updated automatically.

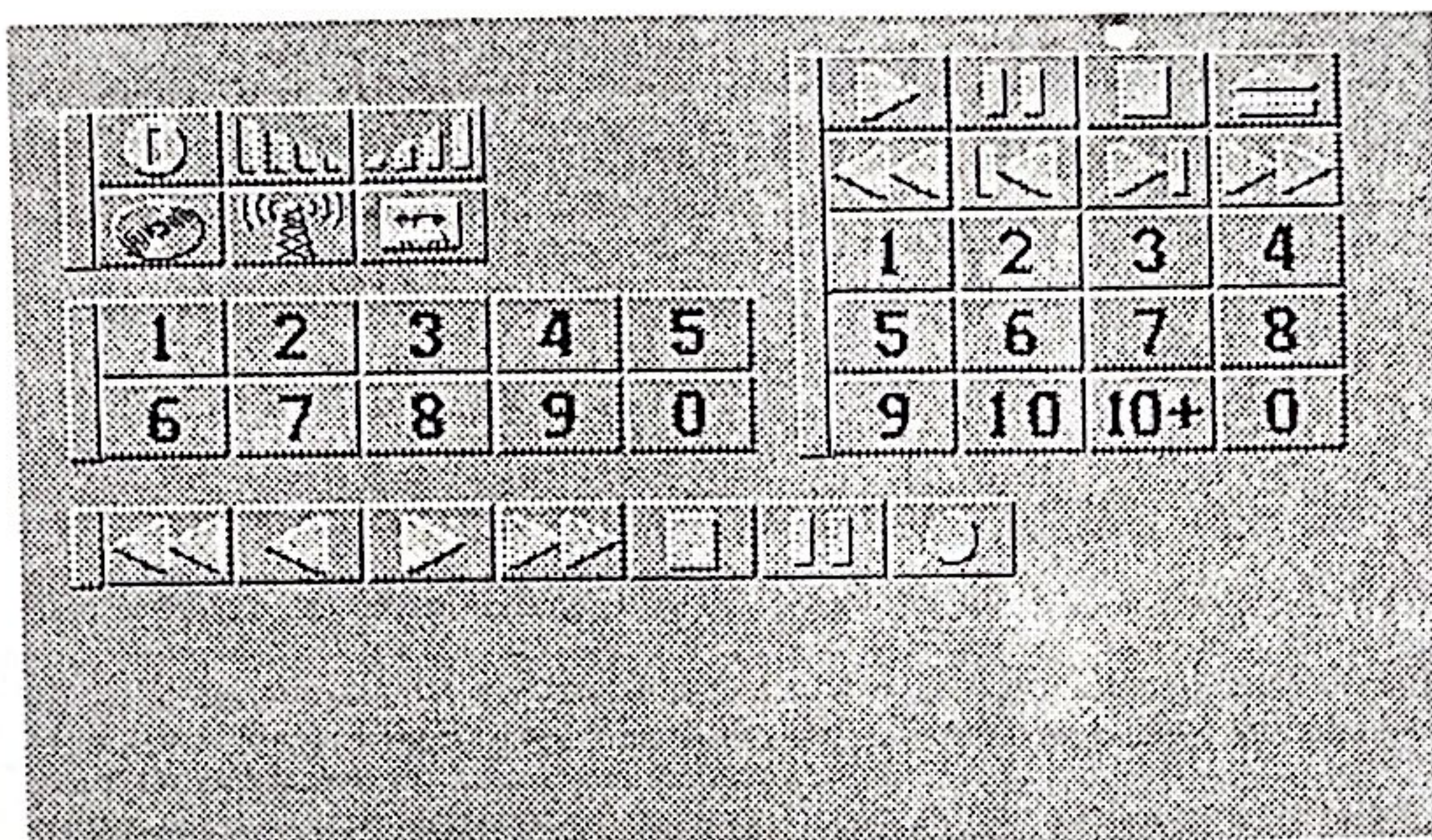


The editor window shows the actual signal data received.

RexxEvent is another commodity with which you can create input event messages based on **ARexx** commands you send to it. This means that you can configure the *InfraRexx* system to send **ARexx** commands to *RexxEvent* to fake the **N** key being pressed (to go to the next message, for example). In my experience however, *RexxEvent* seems to have some limitations on the length of the string it can fake, so if you want to do anything more advanced than single key presses then you need to write **ARexx** scripts to send sequential messages to *RexxEvent*.

Examples of integration

One of the major uses of *InfraRexx* (for me, at least) is that it is very easy to create *ToolManager* docks (as below) for quick access to your hi-fi's main features. This certainly saves me some time when my handsets are hidden under magazines and



ToolManager docks can be easily created, for maximum ease of use.

disks. My current setup involves four docks: a main control dock with buttons for sleep mode on/off, volume down, volume up, and then enable/disable buttons for the CD, Tuner and Tape docks.

As those who saw the CUGI demo might remember, I had the system set up to open and close a picture on the Workbench screen by pressing '1' on the CD remote control. Well, here is the script I used for this (you can also see the name of the script in the code editor window shown earlier):

```
/* ARexx script for use by InfraRexx */

if show("P",MULTIVIEW1) then do
  address MULTIVIEW1 QUIT
end
else do
  address command "multiview PORTNAME MULTIVIEW1 WINDOW irexx:zx81.iff"
end
```

Alternatively, you may wish to use the Amiga's *FKey* commodity, in which case it's just a simple matter of defining your hotkey ('control-[' for example) as an ARexx command, and entering ADDRESS INFRAREXX AMP_VOLUME_DOWN (or whatever) into the string gadget for the command parameters.

And that's it! With the codeset learned, everything else falls into place, and since it's all based around ARexx, it's extremely flexible.

Hints on configuring the hardware

One of the trickiest things to start off with was finding out the correct bit rate and modulation frequency for my Technics remote control handsets. They supposedly work at 3600 bits per second, but I found after much trial and error that 1100 bits per

second was the optimum setting for them. Given these difficulties, I feel I should share a few pointers for those of you who might not have handsets conforming to the sample ones in the distribution.

Finding the bit rate

This is the most important section, since without the correct bit rate, you might be able to learn and send codes most of the time, but you will have no chance of reliably recognising them. The best way to proceed is to keep learning the same code over and over again, changing the bit rate slider until the string gadget in the editor window stays at a relatively stable value. If your signal consists of double '1's and '0's, then it is possible that your bit rate is twice what it needs to be. Halve it, and try again.

Finding the modulation frequency

Once you think you have the correct bit rate, you must find the modulation frequency. The infra-red signal is modulated at a high frequency to try and isolate it from normal infra-red radiation from the sun and lights, as well as making it harder for different handsets to interfere with other equipment that may also be in use.

Tidying up your signals

After all that, you might still need to tweak things a bit more. Since the configuration file is in a convenient text format, you can load it into a text editor, and check a few learned codes from the same handset to see how they compare.

In general, there should be no '1' digits grouped together except at the start and/or end of a signal definition. If you have clumps of 1's, then your bit rate is probably slightly faster than it needs to be. Conversely, if you have a lot of zeroes, then your bit rate may be a little bit too slow, and you are missing 1's.

Above all, don't give up hope! Persevere and the results will be worth it! Plan on setting aside several hours to train the system for your remote's particular codeset.

Registration details

If you feel the software is useful, then you are encouraged to register it, to support further development. The software is not crippled in any way, and registering is more an act of goodwill rather than a requirement.

The basic registration is NLG 15, or USD 10, but if you order the hardware, then you automatically become a registered user. The cost of the hardware is NLG 40, or USD 28. You can also get a 1 metre extension cable for the hardware that goes between the PCB and the joystick port, to allow for models like the A500 or A1200 which have the connector at the back of the machine. The extension costs an extra NLG 6, or 4 USD.

Future prospects

At the moment, the software is being re-written and upgraded to support more complex messaging such as hotkey events and command execution. There is also talk of perhaps doing parallel port and serial port versions, which would improve the flexibility of the device no end, allowing for quicker recognition.

Thanks to InfraRexx's creators:

Leon Woestenberg
Langenhof 62
NL-5071 TP Udenhout
The Netherlands

Internet: leon@stack.urc.tue.nl
Home page: <http://www.stack.urc.tue.nl/~leon/>

Jeroen Steenblik
Retiestraat 13
NL-5628 PC Eindhoven
The Netherlands

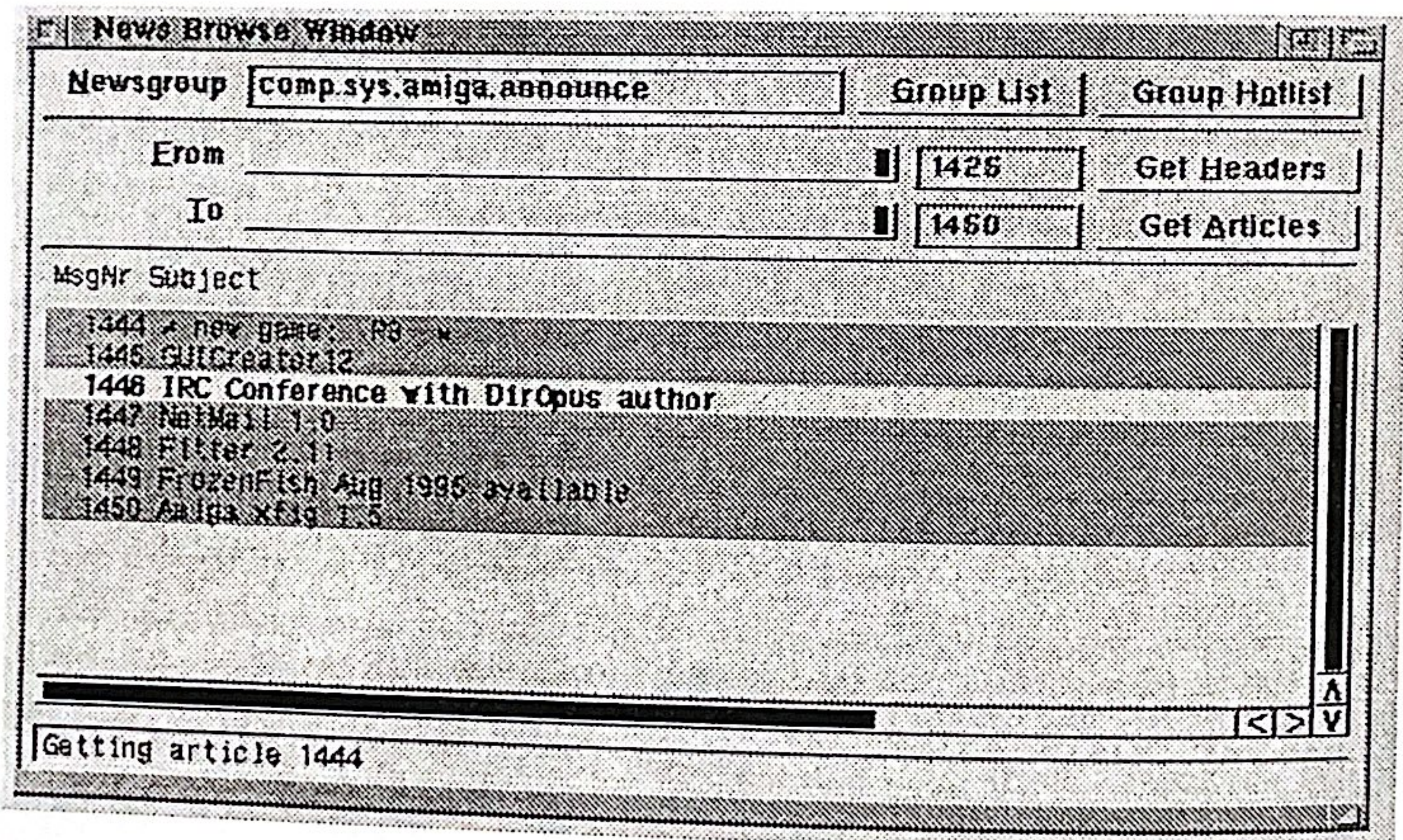
Internet: jeroens@stack.urc.tue.nl
Fidonet: "Jeroen Steenblik" @ 2:2802/123.2
Home page: <http://www.stack.urc.tue.nl/~jeroens/>

Kitchen Sink Included

by Colin Dalton

EVER on the look-out for easier ways in which to read my email and news, I stumbled upon Thor, the multi-format mail and news reader. With Thor, it is possible to read QWK, Fido, UUCP, Soup, Internet email, Usenet news, and other, more obscure formats all from the one program. Those of you that read my article on UMS will know that this sort of integration impresses me, so I decided to see how Thor compares to UMS and IntuiNews.

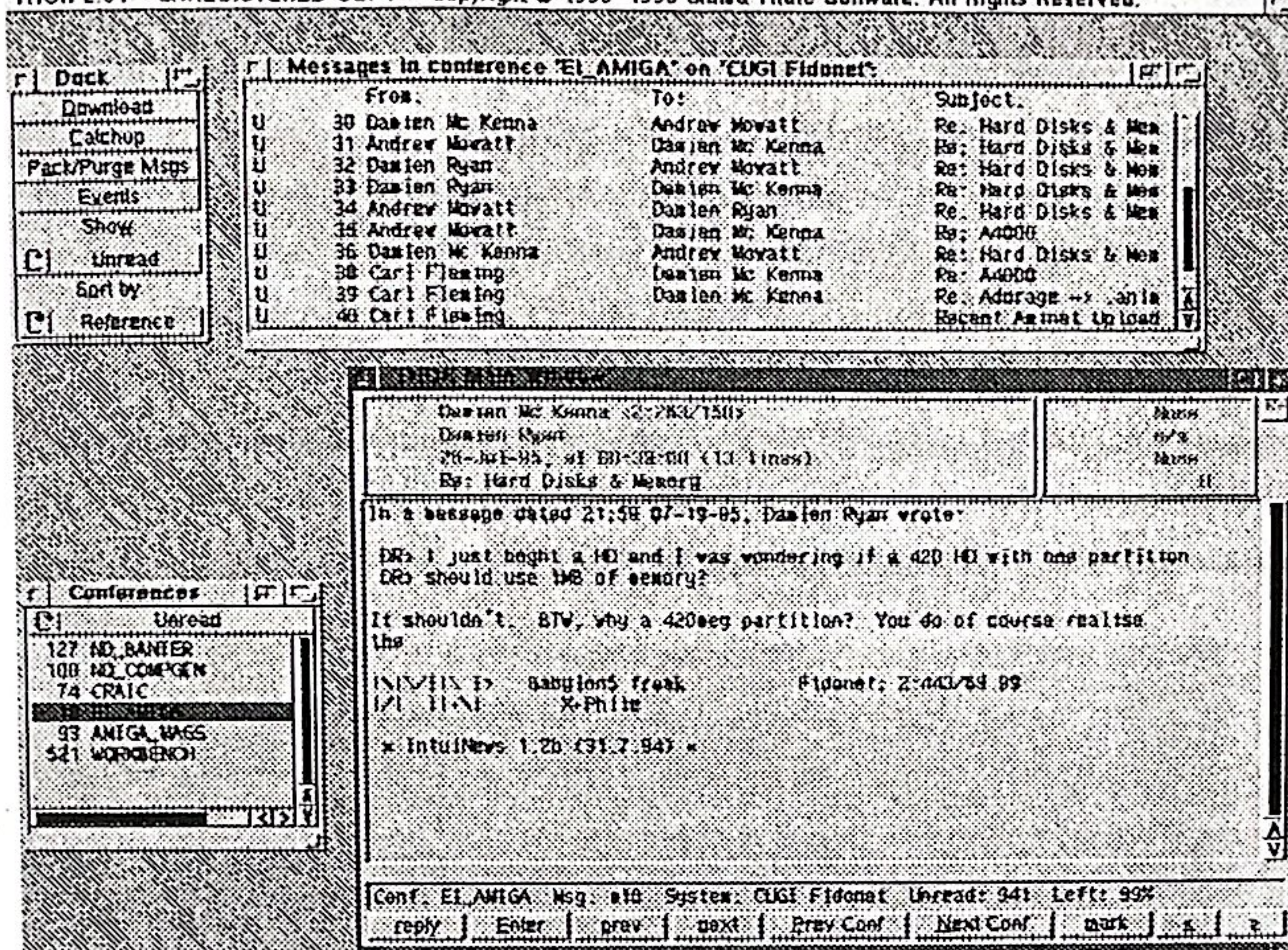
Upon unarchiving the program, you are presented with the usual Installer routine, so Thor installs to your hard disk with the minimum of fuss. You are also given the option to configure a 'System' at install time (more on this later). If you have an Internet connection, you should grab the TCP/IP module for Thor while you are at it. At the moment, this is still in beta and the archive is separate from the main Thor package.



Thor in action, downloading Usenet articles via NNTP.

The first time you load Thor, you are presented with a window listing all the Systems you have defined. A System, in Thor parlance, is a place from where you download mail. This could be a BBS using QWK or Fido packets, or your Internet provider. Double-clicking on a system brings up the messages in that system. If this sounds simple, that's because it is!

To make things even easier, Thor has full, context-sensitive online help. If you are stuck at a particular requester, just press Help, and the relevant page from the



Thor in all its glory!

manual will be shown. As you can see from the screenshot, Thor's main message reading window is clear and easy to read. MUI-phobes out there will be delighted to hear that this particular mail reader doesn't require MUI at all.

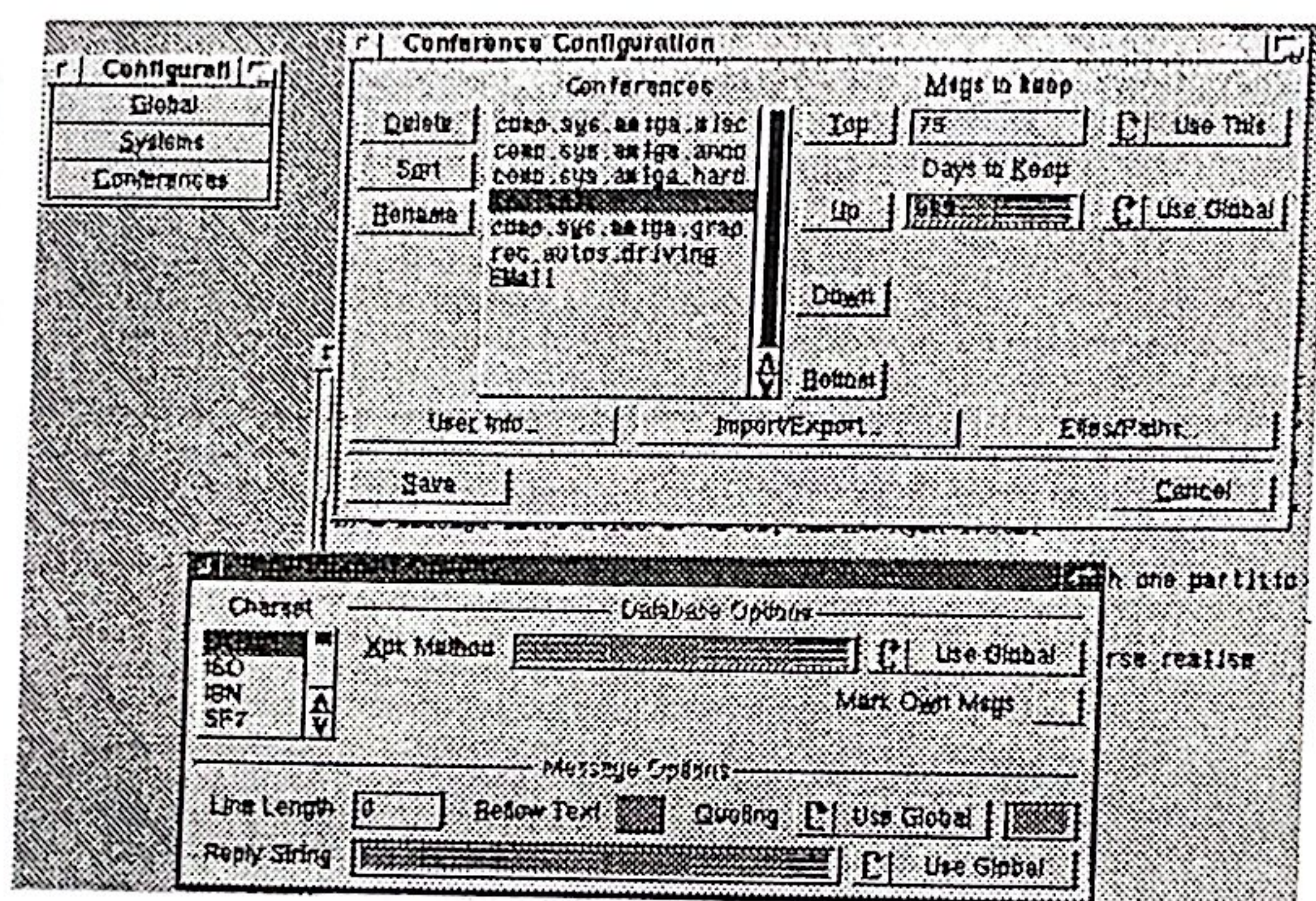
If you are worried about your messages falling into the wrong hands, Thor will automatically encrypt or decrypt your mail using PGP. You can also append a signature and/or tagline to your outgoing messages. Amusingly, Thor comes with an ARexx script to steal taglines from other people's messages—it adds them to its own database. Another nice feature is the fact that you can configure Thor to build a database of all the names and addresses of the people that have written messages in the conferences or newsgroups you import. This is handy when you can remember someone's name, but not their address, but adds to import times.

Another handy feature of Thor is the Kill/Emphasize Database. This is like a kill file or twit list, but with a difference. You can choose to filter out messages to or from selected people, or messages with a certain subject, or even messages containing certain text strings! The opposite is also true—you can emphasize messages—the words "*** This is an Urgent Message ***" will appear at the top of such messages. They can also be set to stay in the message base longer than normal messages, i.e. they don't get deleted at purge time.

What really attracted me to Thor was its Internet support. Although currently in its (public) beta testing stage, ConnectThor provides an easy, point-and-click

method of getting news and email from your Internet provider to your hard disk. You can elect to subscribe to a particular newsgroup, and then download all the new articles in that group each time you connect. Alternatively, you can get ConnectThor to download the article headers, so you can select particular messages for batch downloading. You can also use ConnectThor to download your email, provided you have a POP3 mail account; most Internet providers like Internet Eireann and Ireland Online provide this.

If you only have shell access to the Internet, ConnectThor works well with MultiLink (a program that lets you run AmiTCP and AS225 programs over a serial link to a Unix machine, without the need for SLIP or PPP).



Thor lets you specify an XPK compression method for each conference.

If you just have to know exactly how many messages are in the database, and what conferences they are in, or how many are addressed to you, Thor comes with a rudimentary statistics program. This is a bit basic, though, and it requires MUI. That said, I'm sure something better will turn up on Aminet, if it hasn't already.

In the end, Thor seemed a better bet than UMS and IntuiNews, and I now use it for all my mail and news reading—I can't give it a higher recommendation than that! However, those of you with less powerful systems might find Thor a bit slow, and the profusion of windows means that a graphics board and a high resolution screen are desirable. I tested Thor on a Pico SD64 and my own Picasso, and it worked fine.

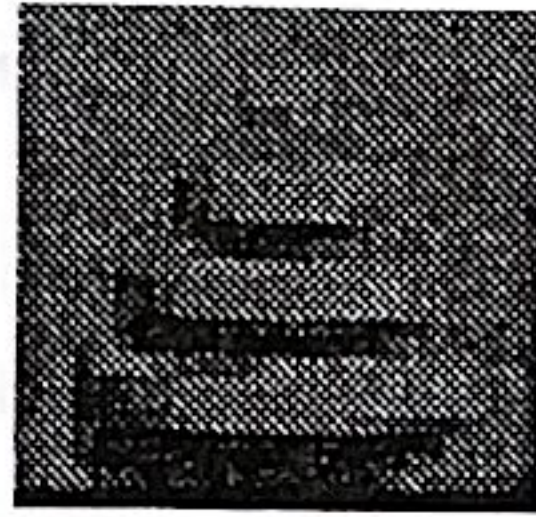
To do justice to a program like Thor would fill the magazine, so I'll take the easy way out and tell you to download it for yourself. Thor can be found in the *comm/mail* directory on Aminet, or on the Thor home page on the World Wide Web at <http://www.cs.uit.no/~kjelli/thor.html>

The New Amiga Logo

by Karl Jeacle

AT THE first Amiga Technologies GmbH press conference, several pictures of a new design for an Amiga tower case were released. The design had a small 'beehive'-like logo which was obviously intended as a new symbol for the Amiga.

When these pictures were distributed on the Internet, much discussion ensued on the Amiga-related Usenet newsgroups. In general, people liked the design of the tower case but were unsure about the small triangular logo.



The proposed Amiga 'beehive' logo.

The Dianetics Logo

A few weeks after seeing the pictures of the new tower case design, I came across a flyer for L. Ron Hubbard's book, *Dianetics*. Hubbard founded a religion called Scientology many years ago, which in recent times has received a lot of bad press, and been accused of being a cult.

Aware of this, I decided to scan the flyer in and post the following message to the Usenet newsgroup *comp.sys.amiga.misc*:

```
From: kj@broadcom.ie (Karl Jeacle)
Newsgroups: comp.sys.amiga.misc
Subject: Scientology/Dianetics logo == Amiga Technologies logo
Date: 24 Jun 1995 16:57:29 -0000
```

I came across this flyer the other day for L. Ron Hubbard's *Dianetics* book used by the Church of Scientology, and to my surprise found that the Dianetics logo is the same as that of Amiga Technologies GmbH!

Attached below is a jpeg which I've tried to keep as small as possible (18Kb). At the very bottom of the flyer in small print (not visible in jpeg), it says: "DIANETICS and the DIANETICS Symbol are trademarks and servicemarks owned by RTC and used with its permission". I don't know who RTC are.

I thought this was a pretty bizarre coincidence, and perhaps it means that Amiga Technologies won't be able to use the "beehive" logo which so many people have been complaining about.

Karl

[UUencoded file at-cos.jpg deleted for the benefit of CUGI readers]

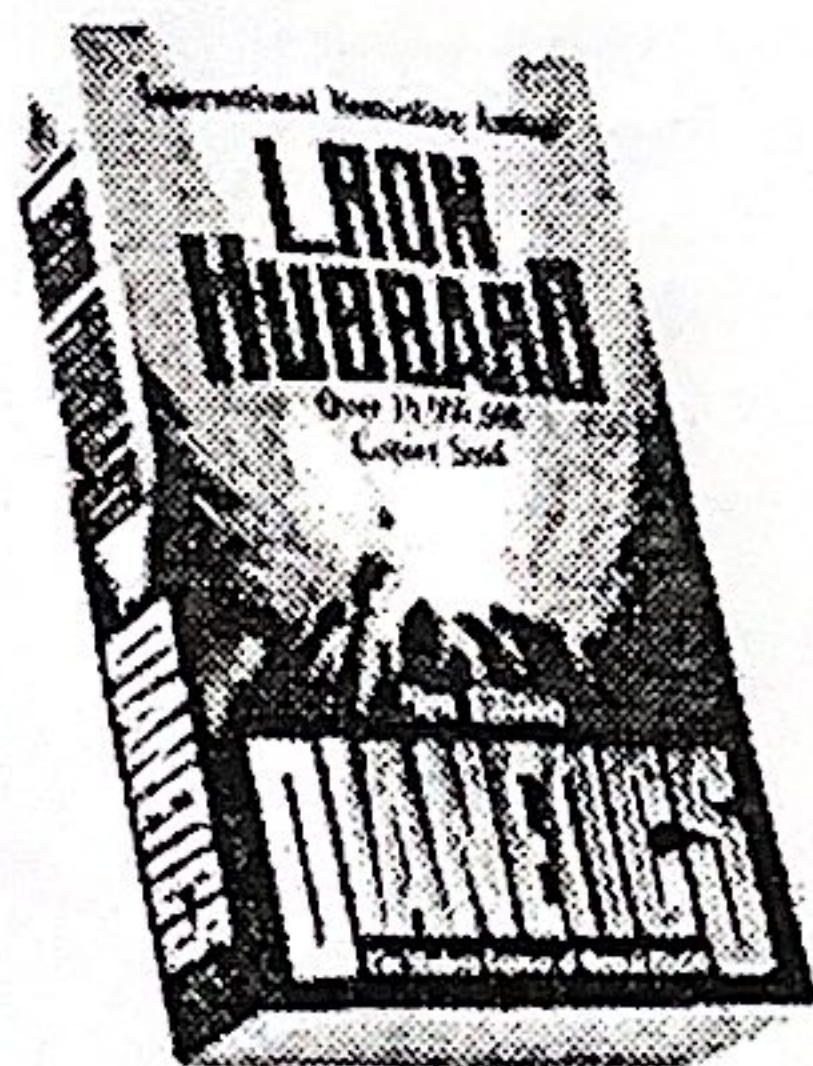
--

Karl Jeacle //

kj@broadcom.ie \X/ KJ Home

There were a number of replies to my posting. Some people were clearly concerned about any link being made between the Amiga and the Church of Scientology, while others (perhaps slightly misled) were saying things like "Praise the Lord! The Amiga is saved!"

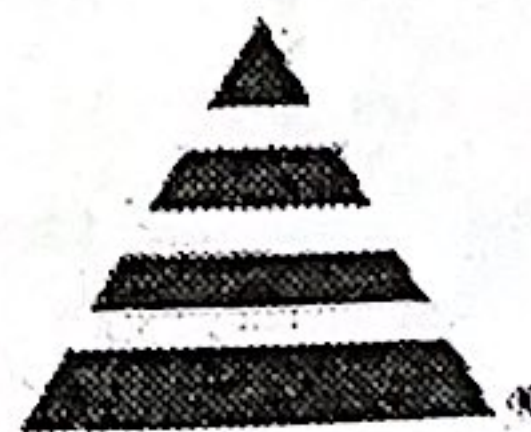
A couple of days later, Dr Peter Kittel of Amiga Technologies GmbH posted the following reply:



In his book *DIANETICS: The Modern Science of Mental Health*, L. Ron Hubbard makes startling discoveries on the mind.

It has long been known that up to 70% of Man's illnesses are psychosomatic (caused by the mind) but no-one knew the solution to this. In the *DIANETICS* book, this single barrier to the mind's capacities is revealed and examined in detail. The application of *DIANETICS* techniques can raise intelligence, lower the rate of illness and mental anguish and bring about a far higher and happier state of mind. Thousands of written reports on the success of *DIANETICS* therapy are the best proof of the quality of this book. Here is a new insight into the mind, showing that its full potentialities are far in excess of past supposition. Rid yourself of those barriers. Order your copy today.

Buy
DIANETICS*
THE MODERN SCIENCE OF MENTAL HEALTH
by L. Ron Hubbard



A flyer describing the Dianetics book.

From: peterk@combo.adsp.sub.org (Dr. Peter Kittel)
Subject: Re: Scientology/Dianetics logo == Amiga Technologies logo
Newsgroups: comp.sys.amiga.misc
Date: 26 Jun 95 14:50:50 MEZ

kj@broadcom.ie (Karl Jeacle) writes:

> I came across this flyer the other day for L. Ron Hubbard's Dianetics
> book used by the Church of Scientology, and to my surprise found that
> the Dianetics logo is the same as that of Amiga Technologies GmbH!

Shit. This is bad news.

> Attached below is a jpeg

Thank you for the effort.

--

Best Regards, Dr. Peter Kittel //
Private Site in Frankfurt, Germany \X/ Email to: peterk@combo.ganesha.com
Now re-employed at Amiga Technologies GmbH in Bensheim, Germany
Stay cool, not cold (Cool bleiben, nicht kalt); H. J. Friedrichs

This was encouraging; perhaps the logo would be changed. It was still unclear, however, what the outcome would be. Was Peter Kittel thanking me for just bringing it to his attention or were there plans afoot to design a new logo? A few days passed, and another post from Dr Kittel answered the question:

From: peterk@combo.adsp.sub.org (Dr. Peter Kittel)
Subject: Re: simple questions yet to be answered
Newsgroups: comp.sys.amiga.misc
Date: 29 Jun 95 19:48:13 MEZ

kadc@julian.slip.uwo.ca (Kevin Allan Donald Carter) writes:

> Here's some simple questions that I've yet to see answered officially:

[Several questions deleted for CUGI readers]

> Logo

> ----

> Has the prototype logo been accepted as final?

No. Now that we learnt that it's practically the Scientology logo, we won't use it.

[Remainder deleted for CUGI readers]

--

Best Regards, Dr. Peter Kittel //
Private Site in Frankfurt, Germany \X/ Email to: peterk@combo.ganesha.com
Now re-employed at Amiga Technologies GmbH in Bensheim, Germany
Stay cool, not cold (Cool bleiben, nicht kalt); H. J. Friedrichs

How about that! From just stumbling across a logo that looked similar to the proposed Amiga logo, to a post from an Amiga Technologies employee stating that a new logo would have to be chosen. . .



The final Amiga logo.

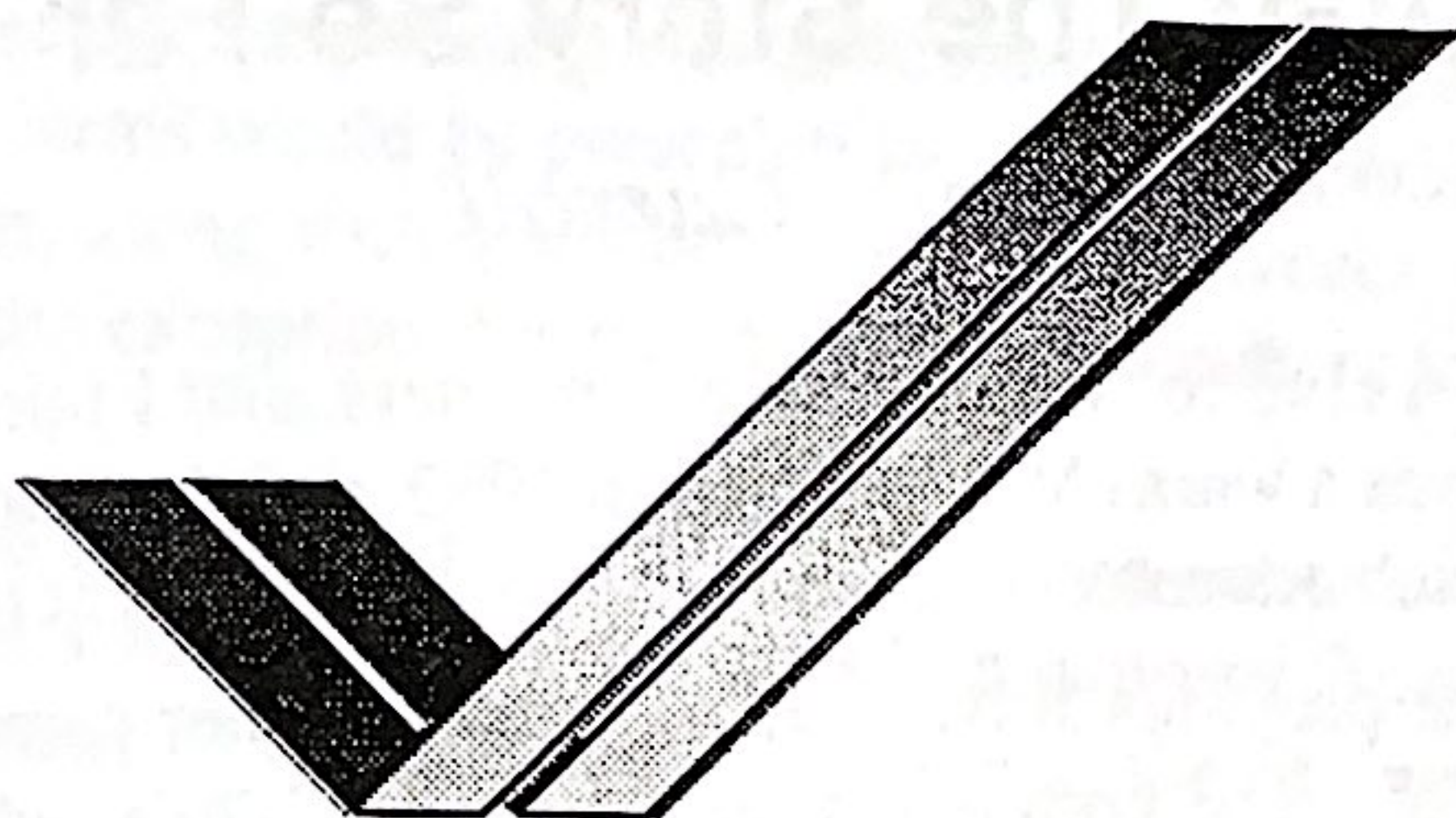
The Amiga Wordmark

So what would the new logo look like? A few days later, Gilles Bourdin, the Amiga Technologies Press Officer, issued a press release which said:

The logo from Frogdesign has finally been chosen. It is a simple and elegant symbol that will from now on accompany the Amiga and its fans.

Frogdesign states about the brand: "The Amiga Wordmark evokes both a classic and elegant feel as well as modern look. Bodoni, the font selected to build upon, is a classic font. Further refinements involving the manipulation and subtraction of serifs and the addition of the red square create a progressive, yet elegant logo. The red square represents technology and adds energy to the logo by implying a sense of motion."

There have been mixed opinions about the new logo in the Amiga newsgroups. Many people feel that the original Amiga checkmark would have made the best



The Amiga Checkmark—the users' favourite.

logo, and that there was no need to design a new one. There was also criticism of how the new logo was created—was it really necessary to employ a graphic design company to cut a few serifs off a Bodoni font?

Despite these comments, the Amiga Wordmark logo has been chosen as the definitive Amiga logo, and so we all just better get used to it.

CUGI: The Story So Far

by Eddy Carroll

“I’M STARTING a club for Commodore computers, and I think you’ll find it interesting.” It was a warm May evening in 1983, and the voice on the phone was Eddy Evers, a dutch educator who was teaching in Ireland at the time.

I had met Eddy the previous July, at a computer summer camp he organised in Willow Park School. The computers used were VIC-20’s, which suited me nicely, as I’d been programming my own VIC-20 for the past six months. I soon progressed from BASIC to assembly language, and must have made an impression, since here I was being invited to the inaugural meeting of a new user group.

I persuaded Geoffrey Reeves, the computer science teacher at my school, to come along too—St Andrew’s had several Commodore PETs, and I reckoned it would be no harm to have a familiar face on hand.

As well as phoning around, Eddy had also written to one of the local newspapers, inviting anyone interested to come along. And so it was that nine of us came to be seated around a table in Willow Park, a few evenings later, none of us quite sure what to expect, but all sharing a common interest in Commodore hardware.

Other users at that first meeting were Liam Murphy, Stephen Kemp, Ian Mellor, and John White. Regrettably, the names of the remaining founders have been lost in the mists of time. Nevertheless, there was obviously interest in the idea, and we quickly decided on the goals of the group. Eddy Evers was proposed as the first chairman, while Geoff took on responsibility as Software Librarian. After some discussion, we decided to meet every second Friday, with the committee meeting on alternate Thursdays, a tradition that remained up until last October.

It quickly became apparent that the initial membership represented quite a wide range of expertise and talent. PETs, VICs and C64s were all represented, and several of the members had significant hardware design experience—those were the days when owning a computer was a rather strange and unusual thing, and many owners came from a technical background. The average age of CUGI members at this time was over 30.

The Wonder Years

During its formative years, CUGI quickly attracted many enthusiastic members. An unexpected piece of luck was the availability of cheap 5.25" floppy disks direct from Memorex, thanks to Liam Murphy, who worked there, and was able to negotiate a special rate for club members. At a time when floppy disks were selling for £4 each, or £33 for a box of 10, a price of £1 per disk certainly helped CUGI to attract new users!

The format of early club meetings was quite similar to those of the current day—typically, several items would be presented in turn, interspersed with snippets of news and rumours, along with questions. One big difference was that it was the rule, rather than the exception, for non-committee members to get up and give a presentation!

In the early 80's, there was much to get excited about in computers; I still remember the thrill caused by Commodore's *International Soccer* cartridge for the C64, the night it was demonstrated at CUGI—and the fun we had hacking into the code to change the names on the team jerseys! The arrival of *1.5 Minute Backup* for Commodore's 1541 disk drive also caused many heads to turn—prior to this, we were used to waiting an excruciating *30 minutes* for Commodore's *1541 Backup* to do the same job!

One club hardware project that stuck in my mind was the CommTalk speech module for the PET and C64, designed and built by Ian Mellor. This predated the Amiga's built-in speech capabilities by several years, and certainly provided lots of entertainment for the members, as well as selling quite a few units locally.

We also had a series of guest speakers, including several from local computer shops. One particular shop caused not a little consternation, when it accused the club of being nothing more than a "den of piracy", and this was an image that regrettably stuck with the club for some time, despite its inaccuracy.

During this time, the club also worked on building links with other clubs around the world, including ICPUG in the UK and TPUG in Toronto, Canada. Through these links, we started to build up an extensive collection of public domain software for all Commodore machines. The C64 disks in particular proved very popular, and for several years, I produced a regular PD disk that featured the most interesting pieces of new software drawn from these sources.

Turbulent Times

After serving two years, Eddy Evers decided to step down as chairman, and in his place came Turlough McDonald. It was around this time that the club moved from its original meeting spot at Willow Park, to nearby St Andrews College, on Booterstown Avenue, a convenient arrangement organised by Geoff who ran the Computer Science department at the college.

This heralded a rather turbulent time in CUGI's history, since the committee members didn't always see eye to eye on club matters. I was serving on the committee at that time, as Software Librarian, and I well remember receiving copies of solicitors' letters in the post which were being exchanged by some of the other members—quite a thrill for someone still in secondary school!

It was also during this time that the decision was made to bar unaccompanied under-16's from attending club meetings. (Since I was under 16 at the time, it was

quite interesting to be on the committee that made that decision!). In fact, the rule was very relaxed, and was really intended as a deterrent to parents who seemed to view CUGI as a baby-sitting service which allowed them to enjoy a night out on the town without having to arrange a babysitter for Junior. Things came to a head when the school fire alarm was set off by one such hothead.

In time, however, things settled down. Turlough stepped down as chairman to explore other interests, and was replaced by Terry Redmond. By this time, the club had produced three newsletters over the years, and after each issue the committee had sworn 'Never again!'. However, with the advent of affordable DTP software, laser printers, and cheap photocopying, the committee decided it might be worth one more shot. And thus was born the current incarnation of the newsletter.

The early editorship rotated between myself and Shane Broadberry. Early issues were produced in A4 format, but this was later changed to the current A5 booklet style, which reduced the amount of photocopying required, and also allowed us to add a cardboard cover, increasing the durability of each issue. Geoff also took over as editor for a spell, while I supposedly studied hard for exams.

The newsletter continues to this day, appearing every three months, and has become one of the hallmarks of the club, covering a wide range of topics, both computer and non-computer related. It has even led to CUGI authors being published in well known Amiga magazines such as *Just Amiga Monthly* and *Amiga Shopper*.

Preparing for the 90's

After Terry Redmond stepped down as chairman, Geoff was persuaded to take his place, having served on the committee from the beginning. This was about the time the Amiga 500 was starting to take-off, although Geoff was still more than happy using his Commodore 128.

In spite of that, the club slowly began to reflect the increasing popularity of the Amiga, and it became more and more common to see the new machine crowding out the C64 on the evening's schedule. Early items like the *Boing!* demo, Newtek's original slide show, and most memorably, the *Juggler* demo, made a big impression. In particular, the *Juggler* (and the program which it gave birth to, *Sculpt 3D*) led to several of the members getting very involved with 3D ray-tracing.

Just as the PET owners in the early 80's bemoaned all the attention that the C64 was getting, so the C64 owners were quite vocal in expressing their distaste for the new-fangled Amigas. But that's progress...

It was during this time that the CUGI Table Quiz was introduced. Originally planned as a one-off, it proved so popular that it soon became a regular yearly and then twice-yearly event, with members fielding a range of questions on general knowledge, audio, and video, the only restriction being: no computer questions!

The club also became affiliated with Commodore UK, and in recognition of its contributions to the Commodore community in Ireland, was granted Certified Developer status. This arrangement allowed CUGI to offer members Commodore hardware at a discounted rate, as well as getting early access to new machines and OS releases.

Unfortunately, this also led to several unhappy experiences, chronicled in past newsletters, as Commodore UK experimented with one unreliable third-party courier after another—in the most memorable instant, one computer crossed the Irish channel three separate times before finally reaching its destination in Dublin!

Probably the most maligned member was Tommy Gibbons, who waited over twelve months for his A2000 order to be correctly fulfilled! (In the end, Commodore UK threw in an A2630 accelerator at no extra charge, by way of compensation.) And of course, no discussion on Commodore UK would be complete without a special word for Sharon McGuffie, CBM's Developer Liason, who went to enormous lengths to help resolve these continuing problems.

Another development during these years was the club bulletin board. Originally running on an Amiga 500 with 2400 baud modem, an A570 CD-ROM drive was quickly added, along with the Fred Fish library on CD. Since then, the hardware has been upgraded to an Amiga 1200 with SCSI adapter, CD-ROM, external SCSI hard drive, and 28.8kbps modem, and is ably managed by Club Sysop Matt Brookes.

In 1993, the club celebrated its 10th Anniversary. One of the more notable events of the year was a special meeting which featured every Commodore computer sold to date (with the exception of the Kim 1, which proved rather hard to track down!)

End of an era...

Having seen the club through to the end of its first decade, Geoff stepped down as Chairman at the end of 1993. In recognition of his contributions over the years, he was presented with a one-of-a-kind CUGI paperweight, along with a nice Picasso II graphics card for his Amiga 2000 (yes, he had by then succumbed to the Amiga's charms).

The newly elected chairman was Tommy Rolfs. As lead programmer with Dublin-based Amiga games house Pixel Productions, Tommy had some useful inside contacts. By now, with the rise of the IBM PC, some members were starting to drift away from the Amiga, and membership numbers were dwindling.

It became apparent that Friday meetings were in danger of becoming non-events, and so Tommy proposed that the meeting times be changed to Sundays instead. After a unanimous vote from members at the AGM, the change was approved and monthly Sunday meetings commenced in November 1994.

Shortly afterwards, Tommy was whisked off to California by Virgin Games, and Karl Jeacle took over the position of Chairman. As chief postmaster, webmaster, and everything-else-master at Broadcom, a subsidiary of Telecom Eireann, Karl proved the perfect person to get CUGI wired for the 90's, and indeed much club business is now conducted via email.

Although initially somewhat quiet, the Sunday meetings were soon well attended. In particular, a special Internet meeting generated a huge amount of interest, and brought many first time visitors to the club. Other special 'theme' meetings are planned for the future. We have also initiated a policy of introducing members to other platforms, including the Mac, PC, and Unix, the intent being to broaden members' horizons, and perhaps make them more aware of how unique a machine the Amiga really is.

The Unseen Future

It's a cliché, but I'll say it anyway: it seems like only yesterday that CUGI was taking its first hesitant steps as a user group. There have certainly been many interesting times since 1983, and I've met a wide variety of unusual and interesting people. While most of the early members have long since departed, I believe the core values of the club remain the same: to promote and explore the use of Commodore computers for education and fun.

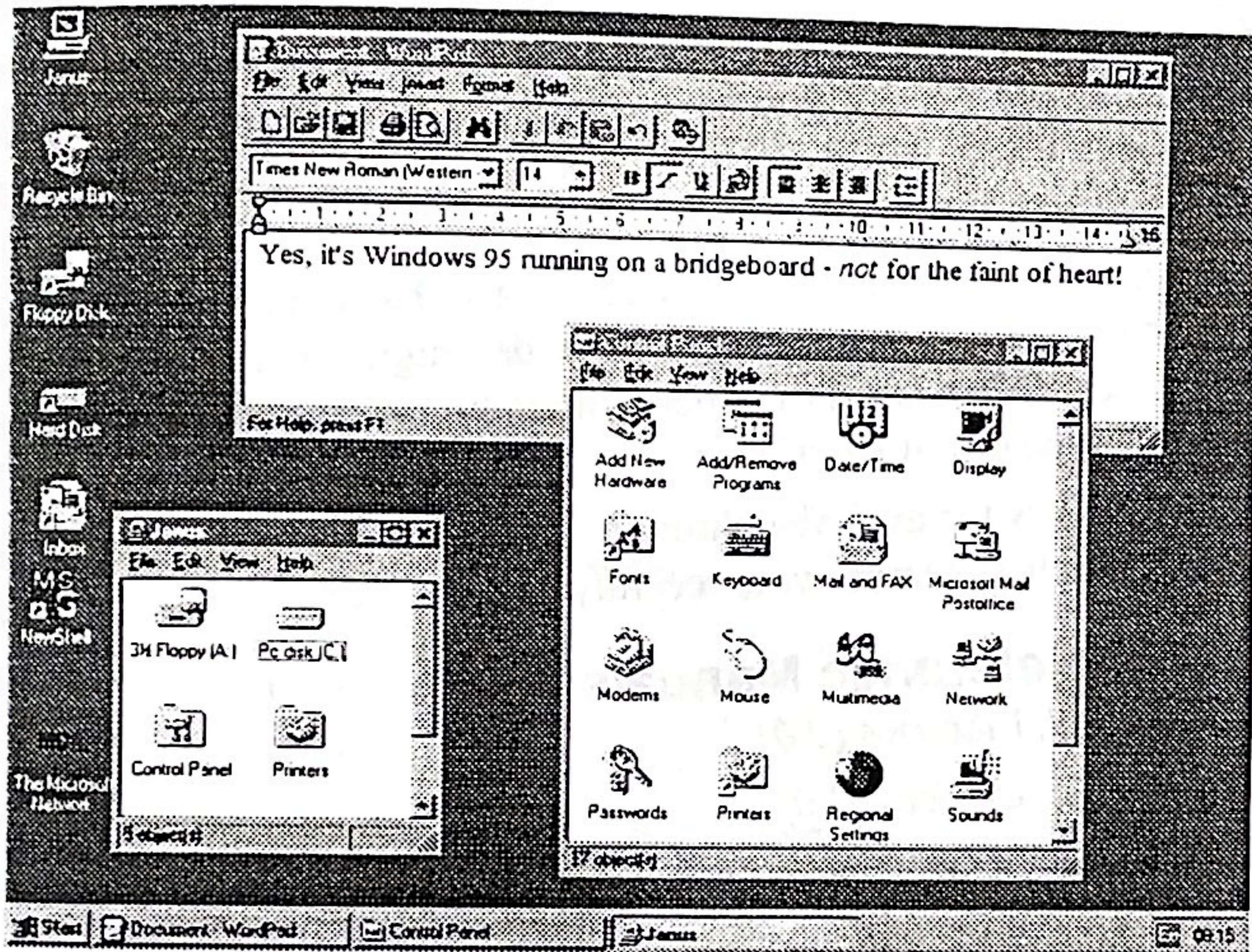
While many of our current members are less technically oriented than in the past, the membership still reflects a broad range of talent and experience. My experience has been that CUGI members are often willing to go to extraordinary lengths to help out one another with whatever problem they may have, and that remains as true today as it was in 1983.

With the recent acquisition of the Amiga technology by Escom, it looks like the Amiga will be around for a while yet, and chances are, so will CUGI. As for myself... I'm looking forward to writing the next chapter of this story 10 years from now!

Tales from the Twilight Zone

by Colin Dalton

YES, IT IS in fact possible to run Windows 95 on an Amiga—as long as you have a 386SX or better Bridgeboard fitted with a VGA adaptor. Well, on my system anyway, 'run' is probably too strong a word for it, but as you can see, it can be done.



Just when you thought you were safe from the hype...

The fact that you can switch back to the Amiga when Windows is trudging through its code means waiting for it to finish isn't quite as tedious as it might be. Still, I'd recommend a 486 and at least 8 MB of RAM—a 386SX20 with 5 MB RAM isn't really practical, no matter what Microsoft might say. Installation alone took three and a half hours!

All the same, if you get the odd file for Word for Windows or some other PC package, and you need to convert it into something the Amiga can handle, the bridgeboard is fine. As a main machine it would suck rather badly :-)

The CUGI Library

by Kevin Phair

THE CUGI library has a good selection of technical books pertaining to the Amiga, including works such as the ROM Kernel Reference Manuals (for 1.3 as well as 2.0), guides to the 68000 CPU and 68881/68882 FPU, and 'C' programming references. Also of interest to programmers is the *User Interface Style Guide*, which is the official guide on creating a standard user interface.

There are also some more general books, for example, the *Desktop Video Guide* and *Amiga Tricks and Tips*. If you have one of the older Commodore machines, such as the C64 or C128, you'll find plenty of books relating to the hardware and programming of those machines.

You are probably aware that the CUGI library also has some hardware available for loan. This includes an audio sampler, a video digitiser (the VIDI-12) and a hand-held scanner. Other items of general interest are Amiga-related videos and previous issues of the CUGI newsletter.

Here is a list of what is available through the library. This list is also available on CUGI-BBS which, to remind you, recently changed number to (01) 837 0204.

Commodore Reference Manuals

Amiga ROM Kernel, Libraries (2.0)

Amiga ROM Kernel, Devices (2.0)

Amiga ROM Kernel, Includes and AutoDocs (2.0)

Amiga ROM Kernel, Style Guide

Amiga ROM Kernel (full set of Kickstart 1.3 volumes)

AmigaDOS Manual 3rd Edition

Workbench 3.0 User's Guide

Workbench 3.0 User's Guide AGA Supplement

Enhancer Software (OS 1.3 reference)

Using the System Software (OS 2)

A2000, A500 Amiga BASIC Manual

A1200 User's Guide

A1200 User's Guide Service Supplement

1084S High Resolution Monitor Reference Manual

A590 Reference Manual

C Programming

Amiga C for Advanced Programmers (Abacus Books)

New C Primer Plus (The Waite Group)

The C Library (McGraw-Hill)

The C Programming Language - 2nd Edition (Kernighan and Ritchie)

Programming in C

C quick reference (Que)

General Interest

AmigaDos Inside and Out (Revised Edition also)

Amiga Disk Drives Inside and Out (Abacus Books)

Amiga for Beginners

Amiga Intern

Amiga Tricks and Tips (Abacus Books)

The Amiga System: An Introduction

Compute!'s Beginners Guide to the Amiga

Amiga for Beginners (Abacus Books)

Kids and the Amiga (Compute!)

Amiga Applications (Compute!)

Amazing Computing's guide to the Amiga (summer 92)

CD-ROM (vol 2) Optical Publishing (Microsoft Press)

Looking good in print

TCP/IP Network Administration

Amiga Format Book

ICPUG Newsletters

Graphics

Becoming an Amiga Artist

Deluxe Paint II User's Manual

"Amiga World" Official Amiga Vision Handbook

Inside Amiga graphics (Compute!)

Using Deluxe Paint - 2nd edition (Compute!)

Amiga Desktop Video Power (Abacus Books)

Amiga Desktop Video Guide (Abacus Books)

"Video Toaster User" magazines

CUGI Newsletter • July 1995

Programming

Amiga Guide for Advanced Programmers

Amiga World tech journal Dec 91

Amiga world tech journal Feb 92

68000 Pocketbook (Glentop)

MC68881/MC68882 Floating-Point Coprocessor User's Manual (Motorola)

Amiga Programmer's Handbook (Sybex)

Mapping the Amiga

Microcomputer Puzzles

Commodore 64/128

C64 Programmers Reference Guide

C128 Programmers Reference Guide

C64 Service Manual

C128 Service Manual

Advanced C64 Machine Code

The Anatomy of the C64

The Anatomy of the 1541

Hardware

Audio Sampler

Video Backup System

2400 baud Modem

Video Digitiser

Power Scanner

Games Software (NEW)

Castle Master

Mercenary

StarFleet I

Murder!

ArmourGeddon

Gunship

TV Sports Baseball

John Madden American Football (Platinum Edition)

Indianapolis 500 (Platinum Edition)

Videos

History of the Amiga

The Deluxe Paint IV Video Guide

Amiga Animation Video Volume 2

CU Amiga's Guide to Amiga Video

Space Wars

New CD-ROM Additions

CUGI recently added two new CD-ROMs to its library. *Gold Fish* contains all 1,000 Fred Fish disks, while *Fresh Fonts* has over 100 shareware fonts, each in Adobe, Bitmap, CompuGraphic and TrueType formats.

The library also received some classic games (listed above) from Tommy Rolfs, as he left for pastures new. Thanks Tommy, and good luck!

Library Rules & Fees

Starting from February 1995, the charges and fines are now updated to reflect the change from bi-weekly to monthly meetings. The fine for overdue items is now £1.00 (increased from 50p). This is hardly excessive, since I've not yet had to enforce it. Currently, charges are as follows:

<i>Item/Category</i>	<i>Deposit</i>	<i>Rental</i>
Sampler	£5	£2
Video Backup System	£5	£2
Modem	£5	£2
Video Digitiser	£10	£5
Scanner	£20	£5
CD-ROMs	£4	£1
Videos	£2.50	£2.50
Games	£2	£1

The deposit for the scanner is relatively high because it is a delicate piece of hardware.

Since items in the library are effectively investments by the user group and members thereof, it is expected that members borrowing hardware items should be especially careful that the instructions are read and understood before use. The same guideline applies to the other items available.

Thank You

Suggestions for library services are welcome, as are donations of items for inclusion in the library! Anyone interested in any items (whether listed or not) is welcome to talk to me at any of the monthly meetings.

New Amiga Distributors

Amiga Technologies is building up its worldwide distribution network. Here are some useful addresses:

AMIGA United Kingdom, led by Jonathan Anderson

N6 Bridge Avenue
Maidenhead, Berkshire SL 61 RR
United Kingdom
Phone: +44 1628 7700 25/36/41
Fax: +44 1628 7700 22

AMIGA Germany, led by Rolf Wiehe

AMIGA Marketing Vertriebs Service
Gunzostrasse 3
D - 61352 Bad Homburg, Germany.
Phone: +49 6172 45 99 09
Fax: +49 6172 45 95 77

AMIGA France, led by Pascal Wespiser

ESCOM Computer SARL
10, rue Jean Monnet
Parc d'activités Eckbolsheim
67201 STRASBOURG, France.
Phone: +33 88 10 33 30
Fax: +33 88 10 33 31

AMIGA USA, led by J. Edward Goff

Attorney of Law – Suite 1705
1528 Walnut Street
Philadelphia, Pennsylvania 19102
Phone: +1 215 546 3400
Fax: +1 215 546 3460

Service & Spares

Amiga Technologies GmbH
Carl-Giesecke-Straße 5
38112 Braunschweig, Germany.
Phone: +49 531 3108 912
Fax: +49 531 3108 97

Distributors in Switzerland, Czech Republic, Belgium, Portugal, and the Middle East have not been included here.

Camera ready pages for this issue
were produced using:

Amiga 3000/25
AmigaT_EX V3.1h
PostScript Printer

Photocopied by
whoever was available